



Disney · PIXAR



FUN COMICS!



JOIN THE RACE!

**DESIGN
RAMONE!**



**TRACK TESTING
WITH STORM!**



**THE HEAT
IS ON!**



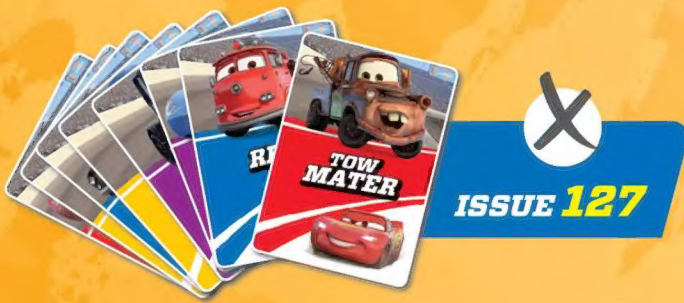


**CHECK OUT
ALL THESE
COOL STICKERS
IN THE BACK
OF YOUR
MAGAZINE!**



***YOUR CARD
COLLECTION
CONTINUES HERE!***

With the cards from this issue and the other issues below, you can play two games:
Spot the Pair and **Speed Puzzle**



SPEED PUZZLE

A game for 2, 3, or 4 players.

Object: To complete a 3x3 puzzle scene as quickly as possible.

How to play: Shuffle together two or more complete sets of cards. Take turns drawing cards, with the youngest player going first. The first card each player draws confirms their

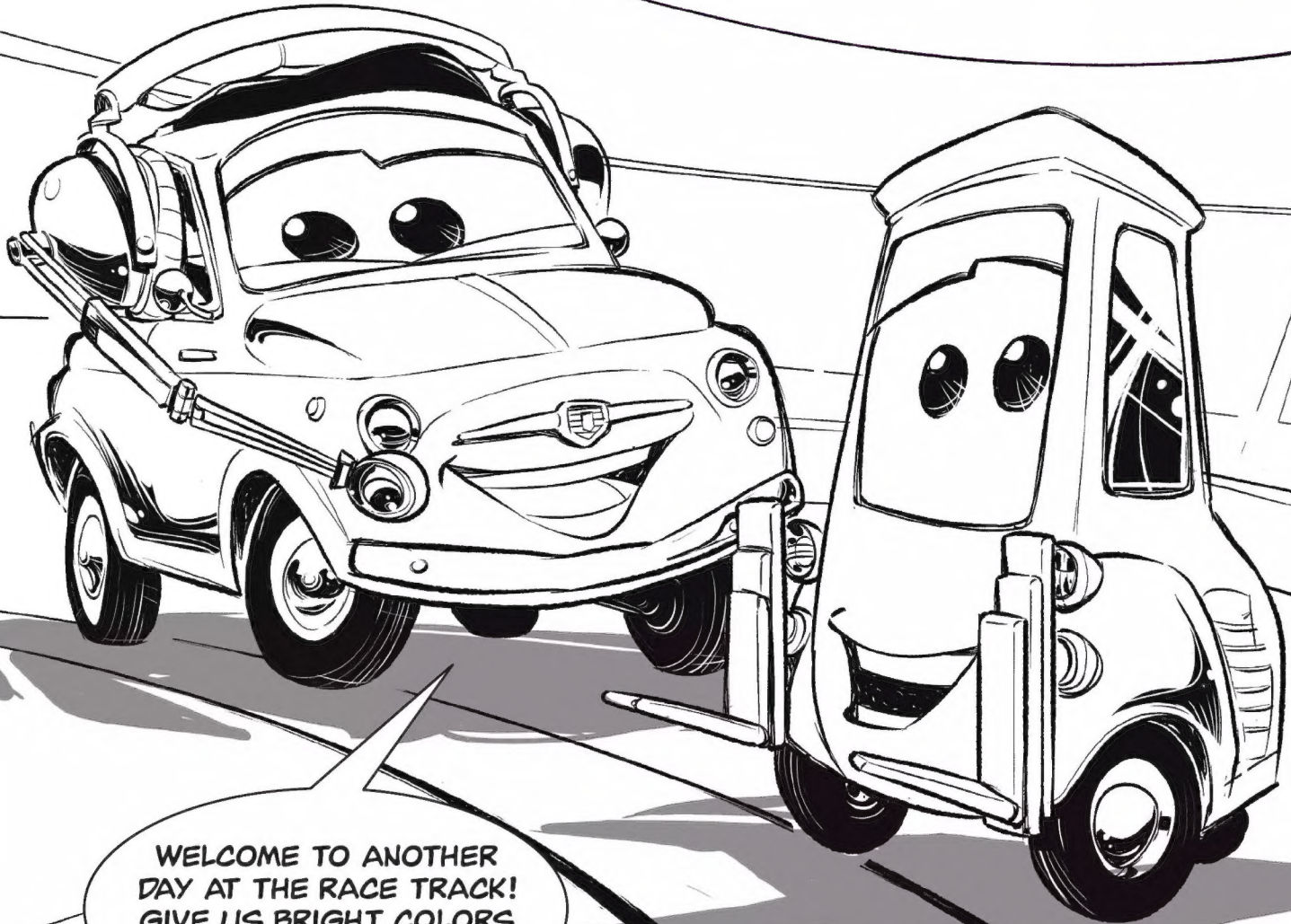
puzzle scene. Only one player can play each scene, and players can only keep cards from their scene. Keep drawing until all the cards are used, then shuffle the discarded cards and use them again.

And the winner is ... the first player to complete a 3x3 puzzle.

YOU'LL FIND THIS ISSUE'S **8 CARDS** ON **PAGE 35**,
AS WELL AS THE RULES FOR THE **SPOT THE PAIR** GAME.

HAVE FUN!

WELCOME TO THE WORLD OF CARS MAGAZINE!



WELCOME TO ANOTHER
DAY AT THE RACE TRACK!
GIVE US BRIGHT COLORS
SO WE CAN SHINE AT
THE PIT STOP!

LET'S SEE
WHO WINS PAGE **20**
TIME FOR A
GENERATION DUEL!



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ON THE SCENE PAGE **04**

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GAMES PAGE **06 18 20 24 26 32**



BRICK YARDLEY



BRICK YARDLEY - RACER

HOME: U.S.A.

SKILLS: A great racer, but most of all a great friend. His personality has made him popular both on and off the racetrack.

FEATURES: A traditional stock car design with a green and white livery.

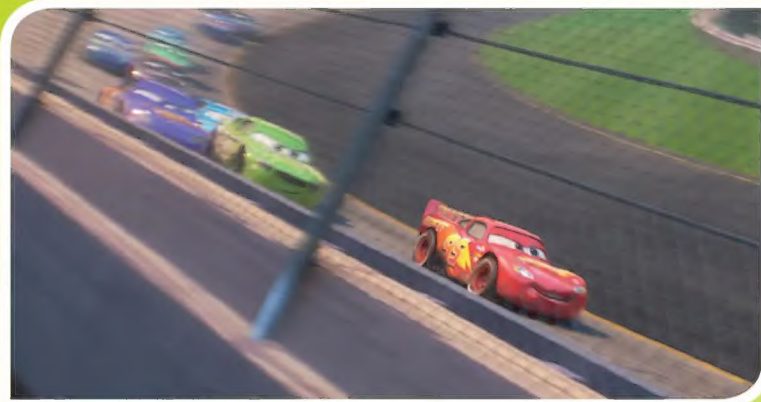
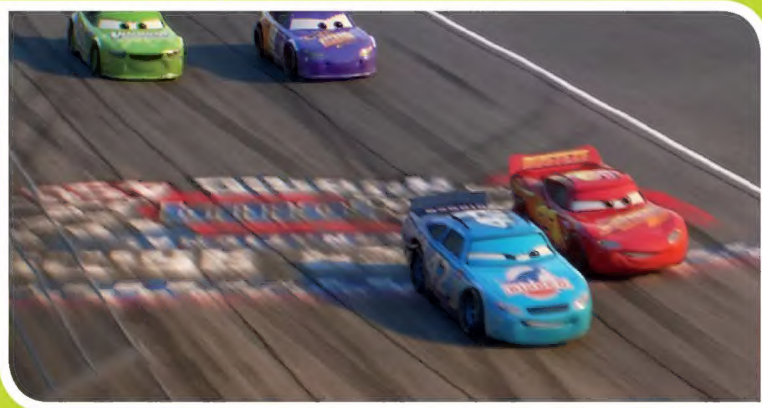


U.S.A.

#46

FRIENDLY COMPETITOR

Brick Yardley is a professional race car. Despite their long-term rivalry, he and Lightning McQueen are good friends.



EXPERIENCED RACER

He raced for the Vitoline team in the Piston Cup Racing Series for nearly ten years.



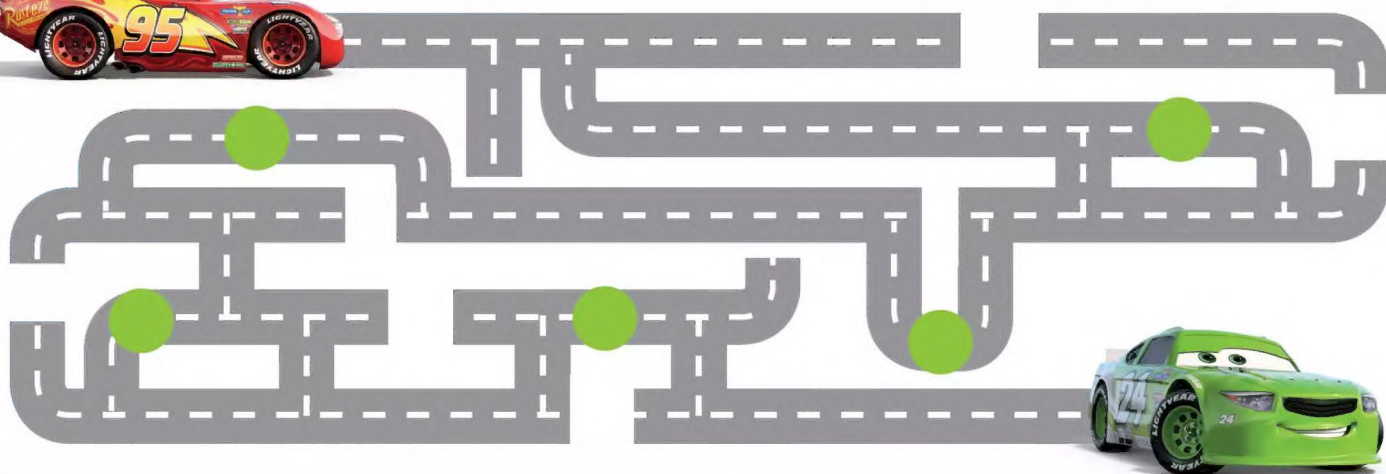
BITTERLY REPLACED

When the next-generation racers, led by Jackson Storm, began to win, Yardley was fired and replaced by a new talent named Chase Racelott.

AT THE RACETRACK



Lightning is looking for his old friend Brick. Help him navigate through the maze by passing through all the green dots.



LET'S RACE A LOT!

1

**NEW
NUMBER**

Chase Racelott replaced Brick Yardley in the Vitoline team, and his race number is 24.

Some of the sums below add up to 24. Can you do the math to find them and check them off?



$12 + 12 = 24$

B

$13 + 11 =$

C

$10 + 14 =$

D

$8 + 16 =$

E

$20 + 4 =$

F

$20 + 5 =$

G

$19 + 6 =$

H

$10 + 15 =$

I

$8 + 10 =$

J

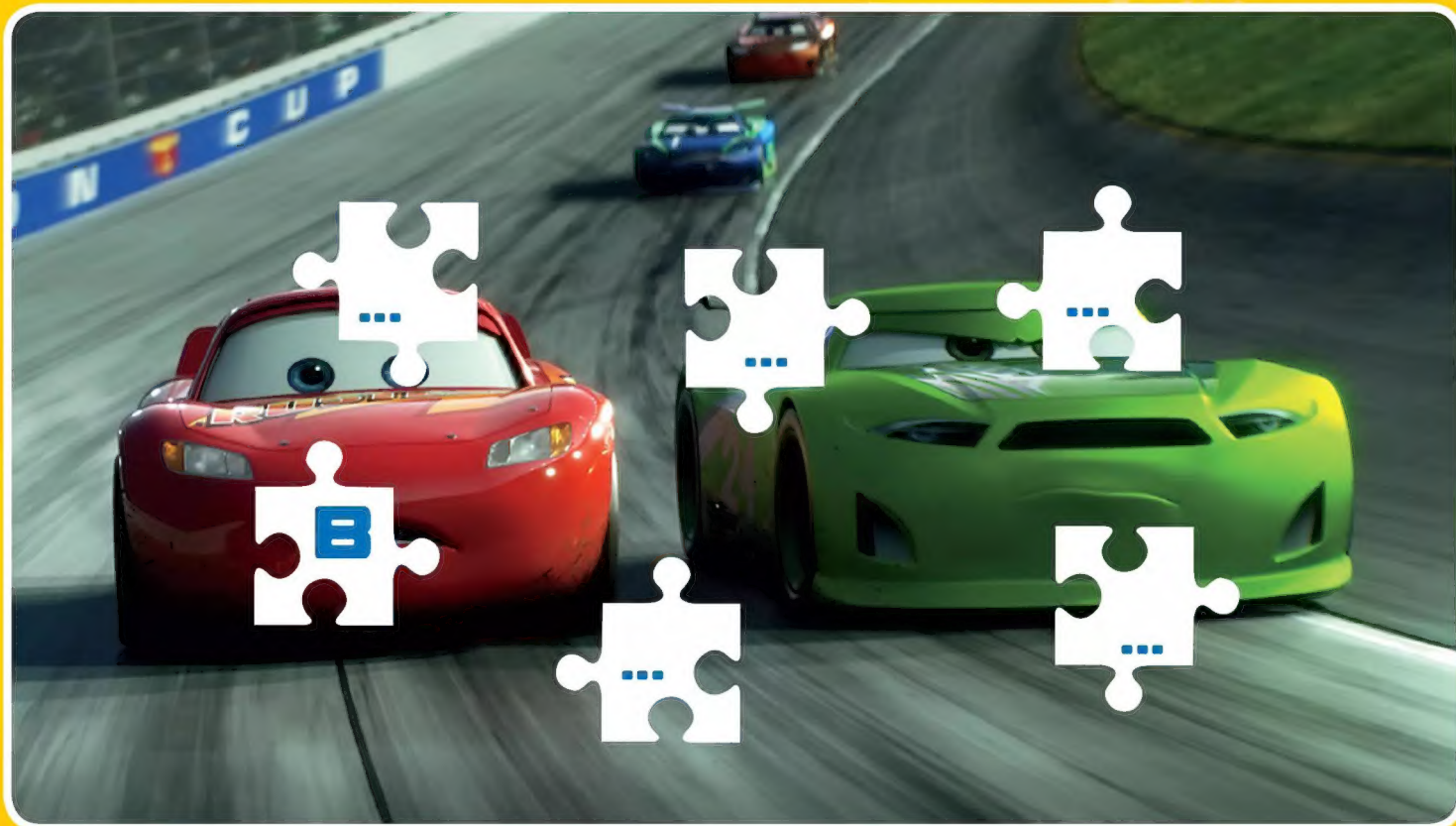
$18 + 6 =$



After Brick and his fellow Piston Cup racers were replaced, Lightning was the only one left of the veteran racers.



Put the image back together and circle the word that best matches Lightning's expression.



HAPPY

HUNGRY

SLEEPY

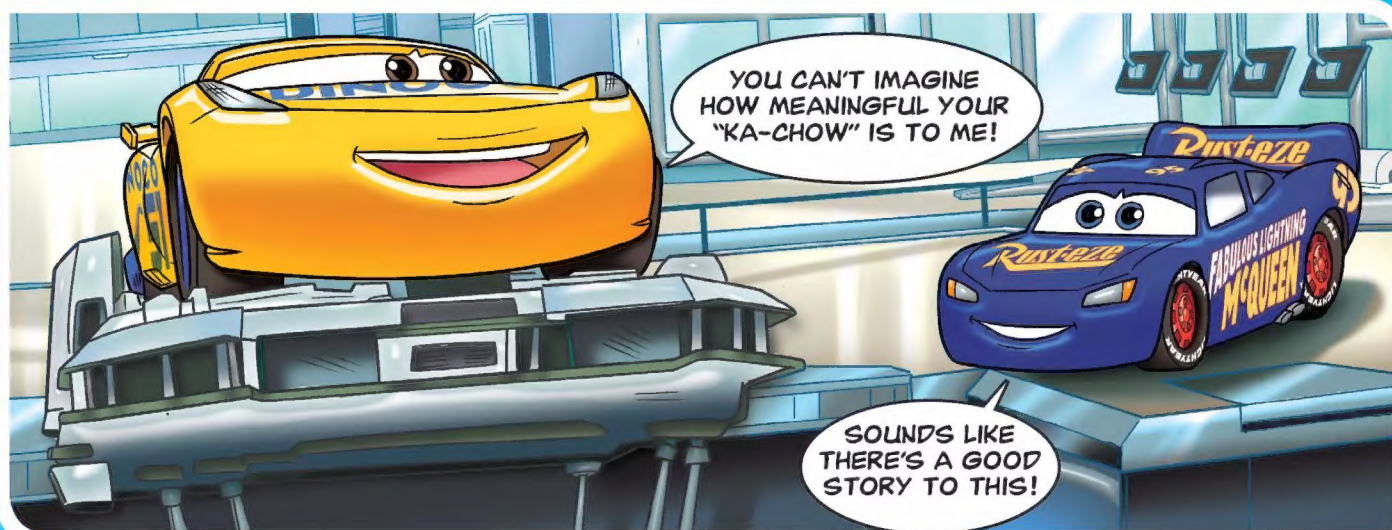
ANGRY

SURPRISED

SILLY

DREAM BIG, CRUZ!

AT THE RUST-EZE RACING CENTER, LIGHTNING AND CRUZ ARE TRAINING ON THE SIMULATOR...

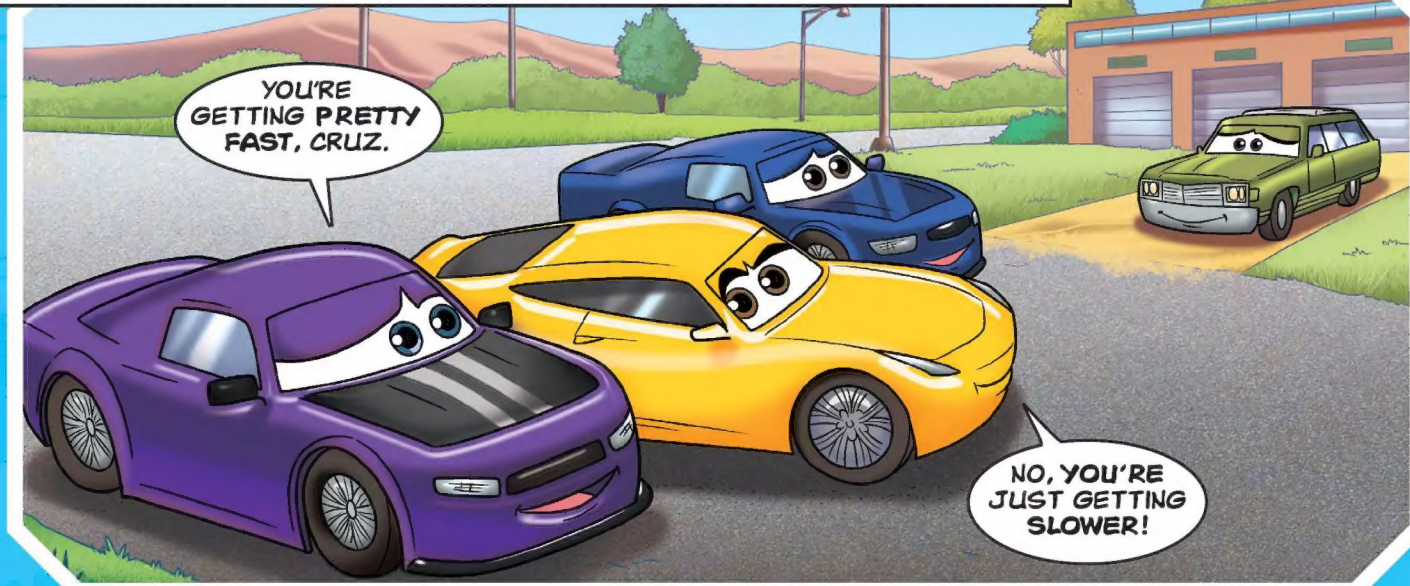


"IT ALL BEGAN WHEN I LIVED WITH MY AUNT CARLA AND MY TWO OLDER COUSINS, PABLO AND VICTOR."



"THEY WERE ALWAYS TRYING TO OUTPACE ME..."

"THEY SAID GIRLS COULDN'T KEEP UP. THAT MADE ME MORE DETERMINED THAN EVER TO PROVE TO THEM THAT GIRLS COULD RACE BOYS... AND BEAT THEM!"



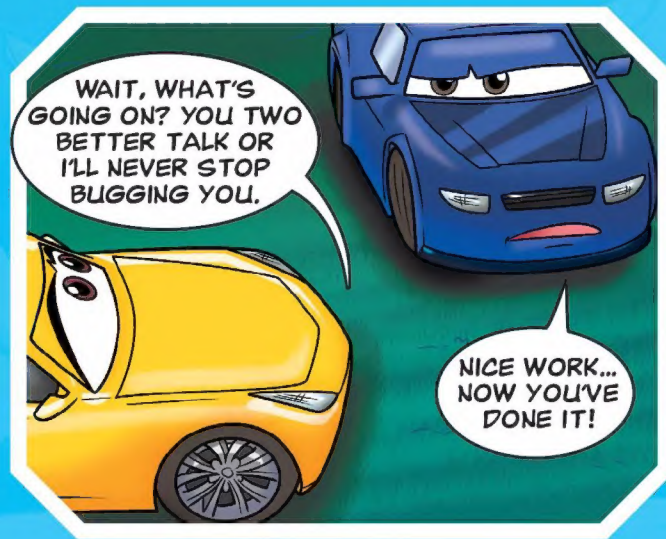
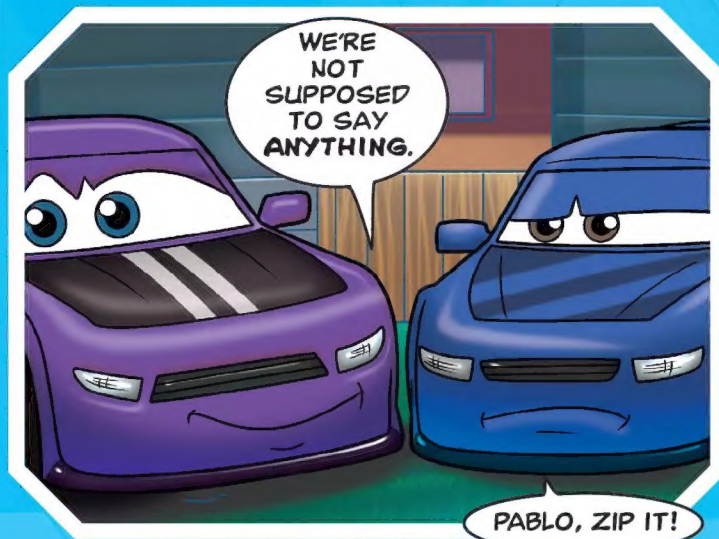
"ONE DAY THE RACING SPORTS NETWORK WAS COVERING YOUR RACE AT THE MOTOR SPEEDWAY OF THE SOUTH..."



"FROM THAT DAY ON, I KNEW WHAT I WAS MEANT TO DO: RACE!"



"ONE NIGHT I NOTICED THAT MY COUSINS WERE HIDING SOMETHING..."





"BUT WHEN I TALKED TO AUNT CARLA..."





"BUT I DIDN'T REALLY. I FELT SO MAD AND FRUSTRATED THAT I RACED CIRCLES AROUND THE OLD TIRE FACTORY FOR TWO HOURS!"

"WHEN I WENT BACK HOME I SAW THE OWNER OF THE CAR WASH WHERE I WORKED..."



SHINY?
WHAT ARE YOU
DOING HERE?



YOUR AUNT CARLA
TOLD ME THAT YOU
WERE UPSET ABOUT NOT
GETTING A TICKET
TO THE RACE.



I'D LIKE TO BUY
MY OWN... I'VE BEEN
SAVING MY MONEY FROM
FIXING THINGS AT YOUR
CAR WASH... BUT I
STILL DON'T HAVE
ENOUGH.

FIXING
THINGS...

"YES, YOU'VE BEEN A HUGE HELP TO ME WITH ALL THE EMERGENCY REPAIRS YOU'VE DONE!"





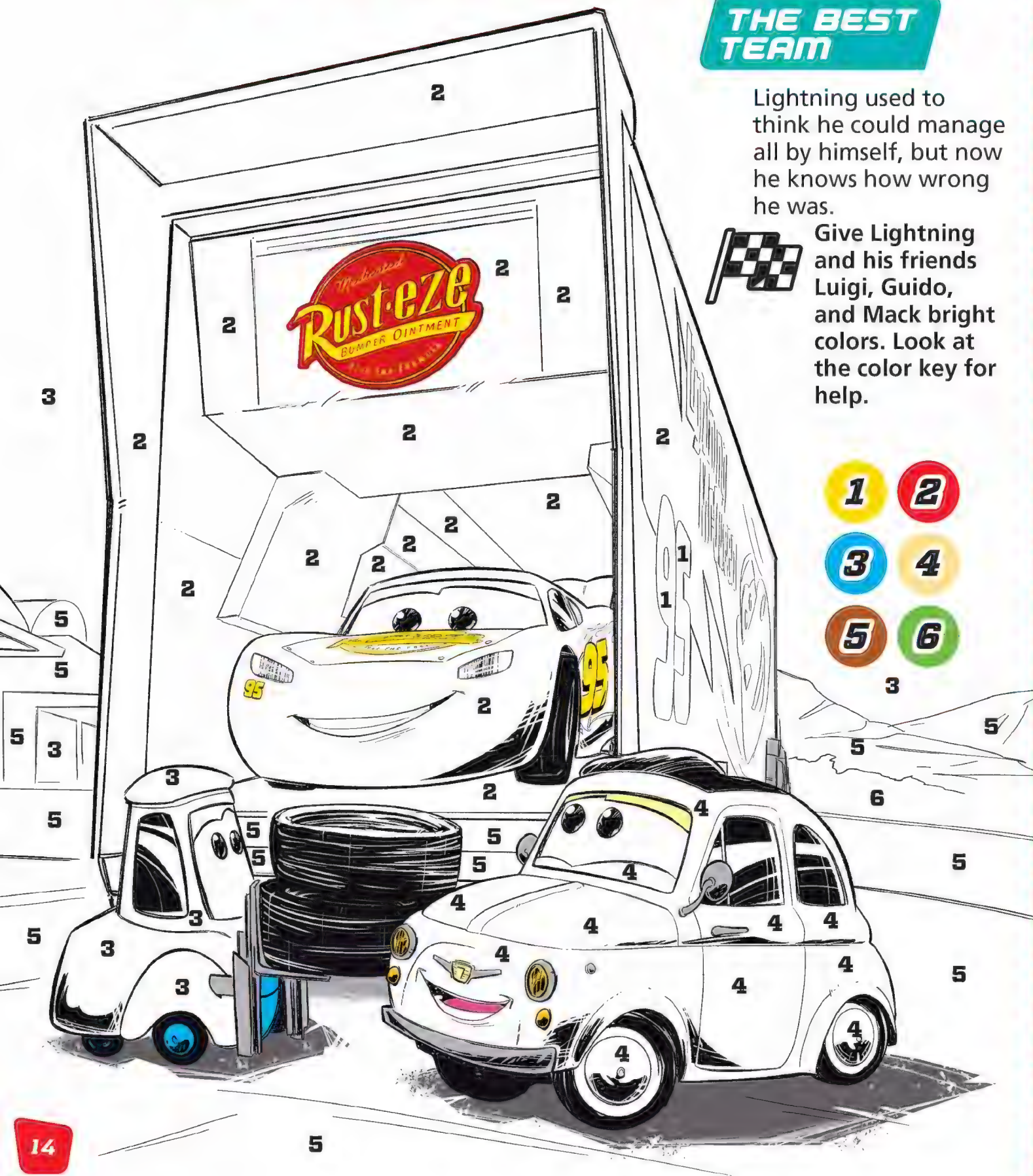
TEAM LIGHTNING

THE BEST TEAM

Lightning used to think he could manage all by himself, but now he knows how wrong he was.

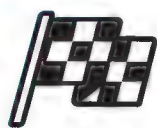


Give Lightning and his friends Luigi, Guido, and Mack bright colors. Look at the color key for help.

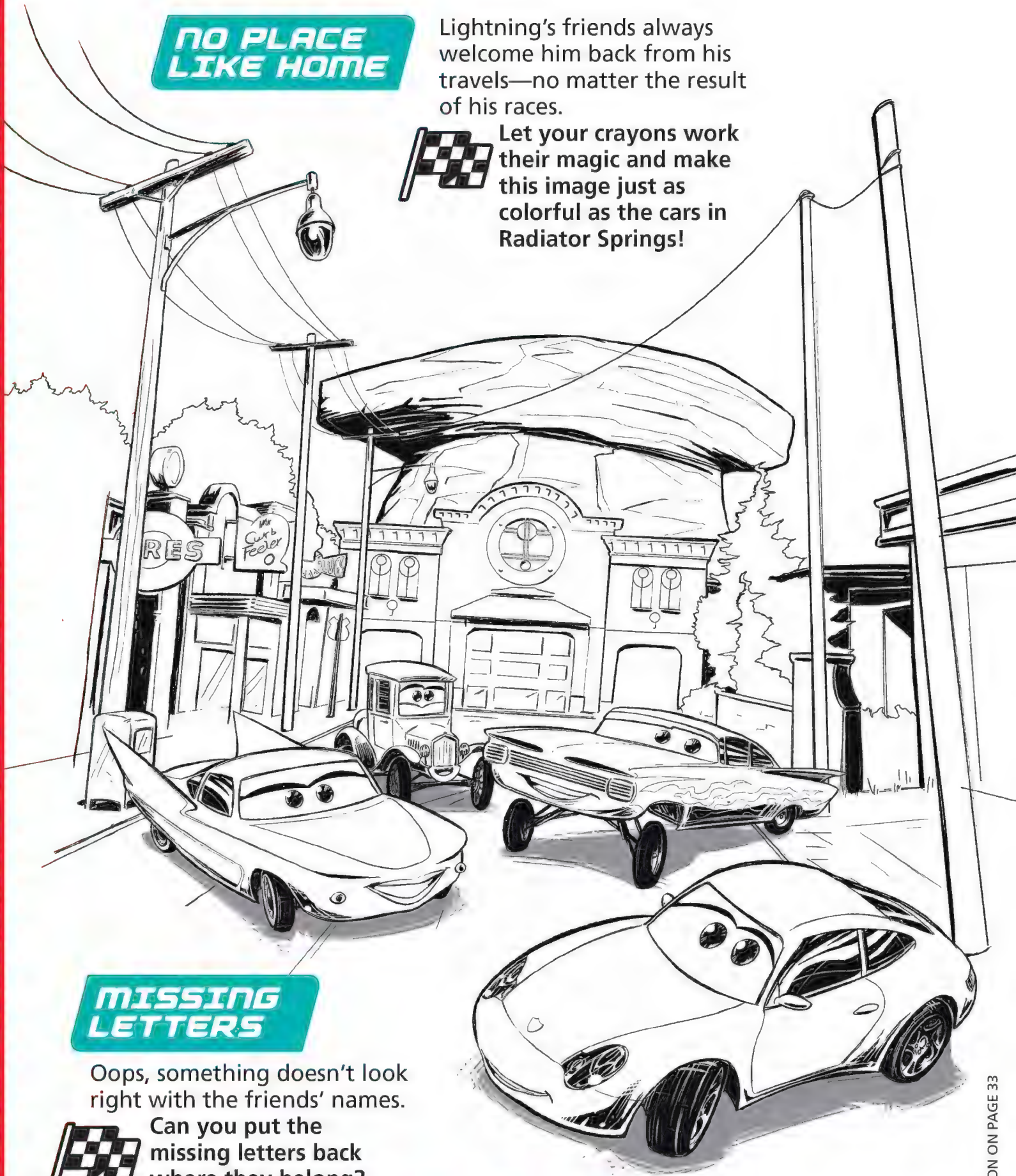


NO PLACE LIKE HOME

Lightning's friends always welcome him back from his travels—no matter the result of his races.

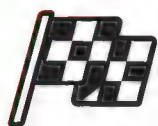


Let your crayons work their magic and make this image just as colorful as the cars in Radiator Springs!



MISSING LETTERS

Oops, something doesn't look right with the friends' names.



Can you put the missing letters back where they belong?

L Z A O

S...LLY F...O RAM...NE LI...ZY



KA-CHOW!

ROOKIE RACING

1

TEST SCORES



Jackson Storm is testing out new tracks in his simulator. Help him decide which track is the best by calculating the scores next to each one.

TRACK A



$$5 - 2 + 4$$

TRACK B



$$5 - 2 + 2$$

TRACK C



$$3 + 2 - 1$$

TRACK D



$$8 - 2 + 3$$

TOTAL

TOTAL

TOTAL

TOTAL

Put the race tracks in order, from the lowest score to the highest score.

LOWEST



HIGHEST





Jackson Storm is super excited for his next race to start.



Help him count down from 20 by adding the missing numbers.

20 19 18

17 16 14

13 11 10

9 7 5

4 3 1



Jackson Storm is a rational racer, always looking to find patterns and logical systems.



The first five numbers above are colored in a certain pattern. Can you color the rest of the numbers in the same pattern?



GENERATION DUEL

Brick vs. Chase is a generation battle!
Play this game to find out which
generation is the best—the experienced
veterans or the high-tech new talents.

BRICK YARDLEY

	ROUND 1	ROUND 2	ROUND 3	ROUND 4
ROLL 1				
ROLL 2				
ROLL 3				
ROLL 4				
ROLL 5				
TOTAL				



INSTRUCTIONS

A game for 2 players. Decide who will play as Brick and who will play as Chase and place your tokens on each racer's Round 1. Move the token every time you start a new round. Take turns rolling the die and writing the number rolled in the correct place on your scoreboard. When you have rolled five times, add the numbers together to find your total for that round. And the best generation is...the racer with the highest score! **Tip:** To play this game more than four times, use a blank sheet and agree how many rolls there are in each round before you start.

FIND A
DIE AND
TOKENS
TO CUT
OUT ON
PAGE 33.

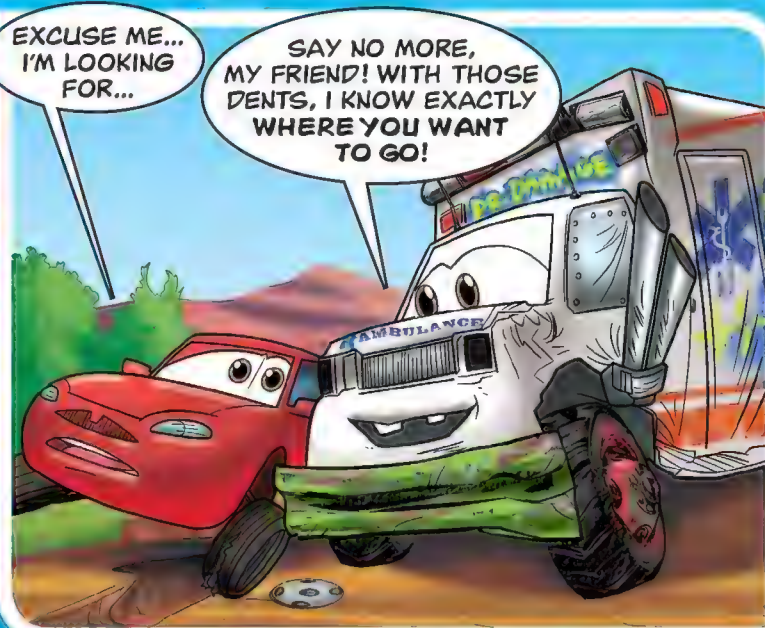
CHASE RACELOTT

	ROUND 1	ROUND 2	ROUND 3	ROUND 4
ROLL 1				
ROLL 2				
ROLL 3				
ROLL 4				
ROLL 5				
TOTAL				

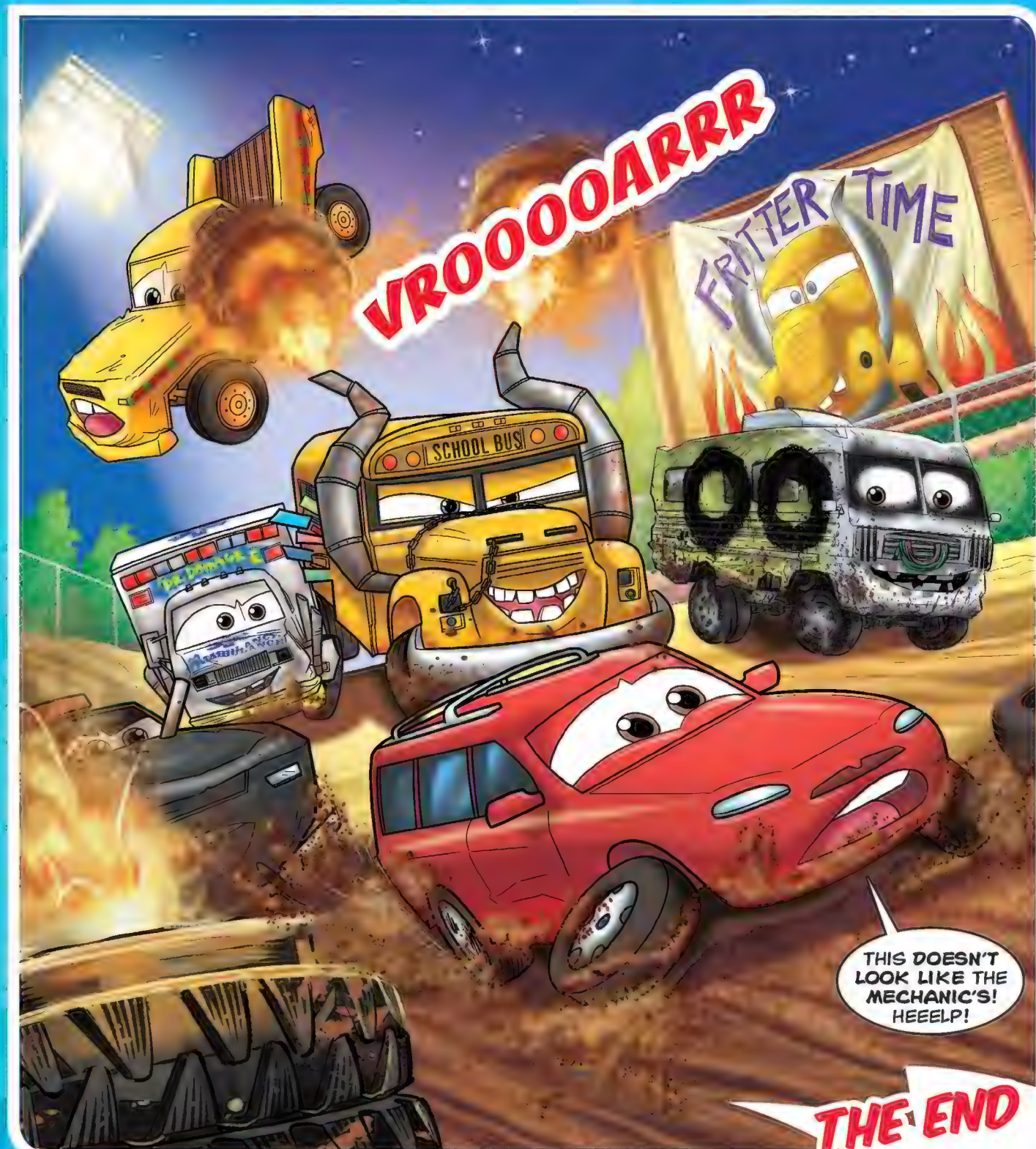
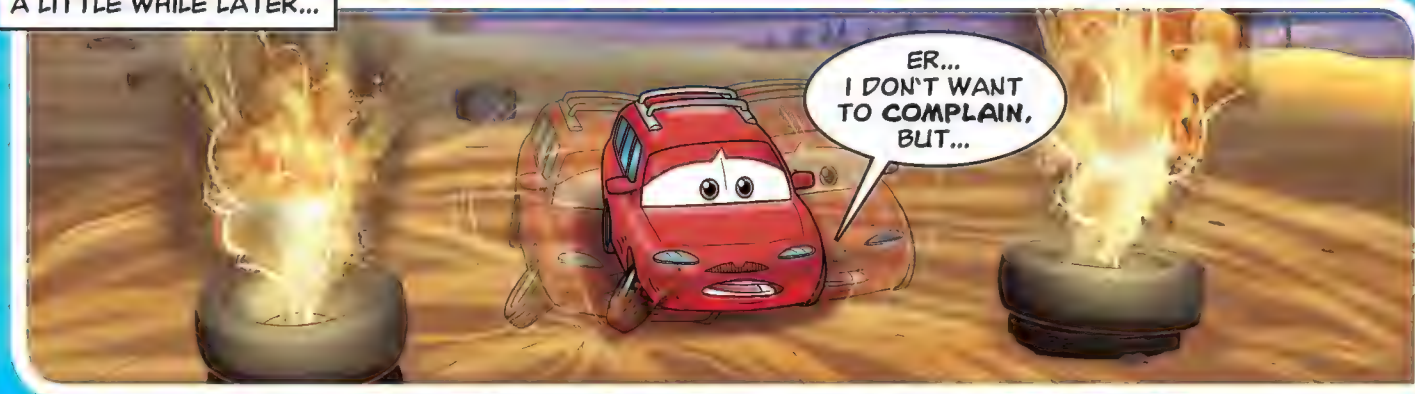


SOME NOT-SO-HELPFUL HELP!

ON THE ROAD TO THE FLORIDA 500...



A LITTLE WHILE LATER...



COLOR BONANZA

1

SHIFTING STYLES



Ramone is a great artist, and he loves trying out different styles and looks on himself.

Check out his many looks while you solve the sudoku. Make sure each look appears only once in each row, vertically and horizontally.

A

B

C

D

E



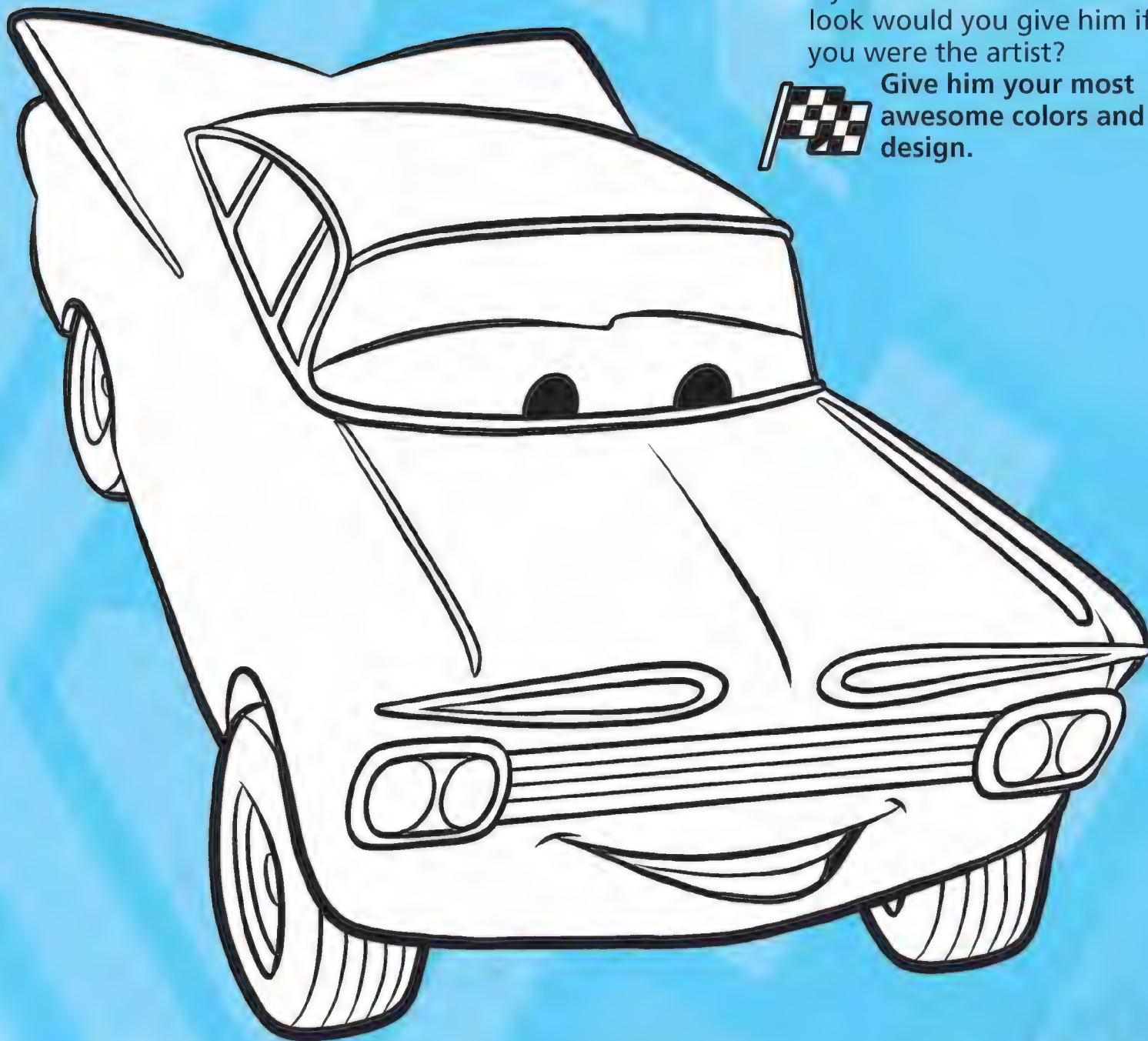


TOP DESIGNER

To Ramone, no colors or styles are too bold. What look would you give him if you were the artist?



Give him your most awesome colors and design.



DESIGNED BY:

.....
DATE:
.....



STUMBLING BLOCK

1

OBSTACLE RACE

Cruz is racing Lightning and Jackson, but in this particular race, driving fast isn't enough—the racers run into a variety of rules and obstacles.



Trace each racer's path to see the extra time added to their race due to the obstacles, then use the key to add the correct number of extra seconds to their final time. The racer with the lowest total wins the race!



EXTRA SECONDS TO ADD

+5



+4



+1



+2



+3



After the race, Cruz needs to stop by the mechanics' but they are very busy and misplace some of her parts.



Can you find the spare parts that belong to her?

A



B



C



D



E



F



COOL CARS BUNTING

KA-CHOW! I
LOVE A GOOD
PARTY!



YOU'LL NEED:

- ☐ Checkered paper or fabric
- ☐ Red paper or fabric
- ☐ Glue
- ☐ Safety scissors
- ☐ String
- ☐ Marker



1

Carefully cut
out the pennant
on page 29.



2

Now use the pennant as a template
and cut out as many pennants from
the checkered paper or fabric as you
need to spell your name or a message.



3

Cut out the letters of your
name or message from
the red paper or fabric.



4

Use the tip of your scissors
to pinch holes in the upper
corners of each pennant.

5



Carefully pull the string through the holes of your pennants to make your bunting.

6



Finally, glue the letters to each pennant in the correct order.



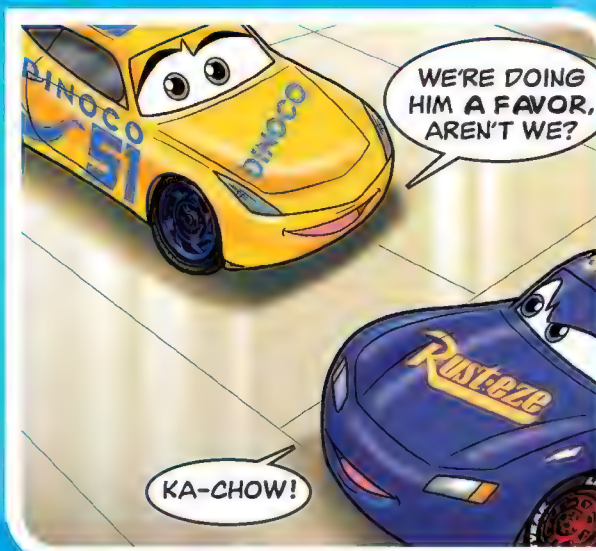
NOTE!
ALWAYS
ASK AN
ADULT FOR
HELP WITH
SCISSORS.



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TEST RUN

AT THE RUST-EZE TRAINING CENTER, THE CREW GETS READY TO SHOW THE HYPER RUNNER 3000 TO THE PRESS!



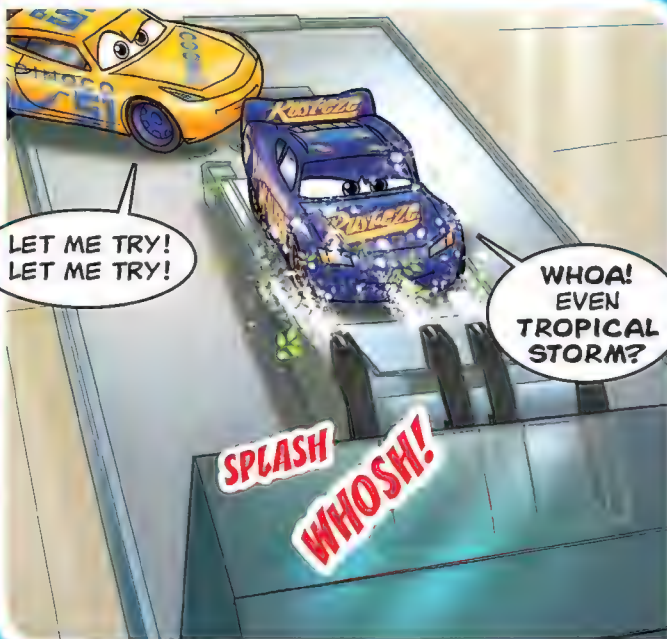
SO...



COME ON,
CRUZ.
I'M READY!



PROGRAM
ONE-MOUNTAIN
STORM!



LET ME TRY!
LET ME TRY!

WHOA!
EVEN
TROPICAL
STORM?

SPLASH
WHOSH!



PROGRAM
TWO-SUPER
SWAMP!

BLEAH!
I CAN EVEN
SMELL IT!

MANY TEST-RUNS LATER...

MAN, THAT
TREADMILL'S
THE BEST!

AND I REALIZED
WHAT THE GLASS
THING IS FOR...



...IT'S THE
COVER OF THE
HYPER RUNNER.

UH-OH!
I GUESS WE
GOTTA DO TEX
ANOTHER FAVOR...
CLEAN UP!

THE END

FRITTER FUN

1

SCARY SIGHT

Everyone who's ever raced in the Crazy Eight demolition derby recognizes Miss Fritter's fearsome silhouette.



Take a close look at the silhouettes and see if you can spot the exact copy of Miss Fritter.

A



B



C



D



F



G



H



E



I



J



PAGES 4-5:

- 1 AT THE RACETRACK
ANSWER:



PAGES 6-7:

- 1 NEW NUMBER
ANSWER:

A B C D E J

- 2 EXPRESSIONS
ANSWER:



SURPRISED

PAGE 15:

- 1 MISSING LETTERS
ANSWER:

**SALLY
FLO
RAMONE
LIZZY**

PAGES 18-19:

- 1 TEST SCORES
ANSWER:

7 5 4 9

(C) (B) (A) (D)
LOWEST → HIGHEST

- 2 COUNT DOWN
ANSWER:

20 19 18
17 16 15 14
13 12 11 10
9 8 7 6 5
4 3 2 1

PAGE 24:

- 1 SHIFTING STYLES
ANSWER:

(D)				(C)
		(E)		
	(C)		(E)	
(A)				
	(D)			

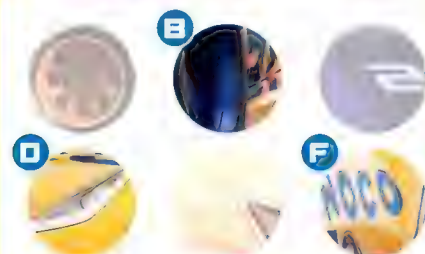
PAGES 26-27:

- 1 OBSTACLE RACE
ANSWER:

LIGHTNING IS THE WINNER



- 2 BUSY WORKSHOP
ANSWER:



PAGE 32:

- 1 SCARY SIGHT
ANSWER:



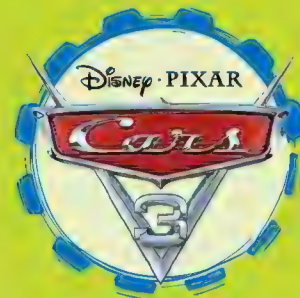
LET'S PLAY!

Cut out the tokens and die to play the game on pages 20-21.





CRAZY RACING TIME!



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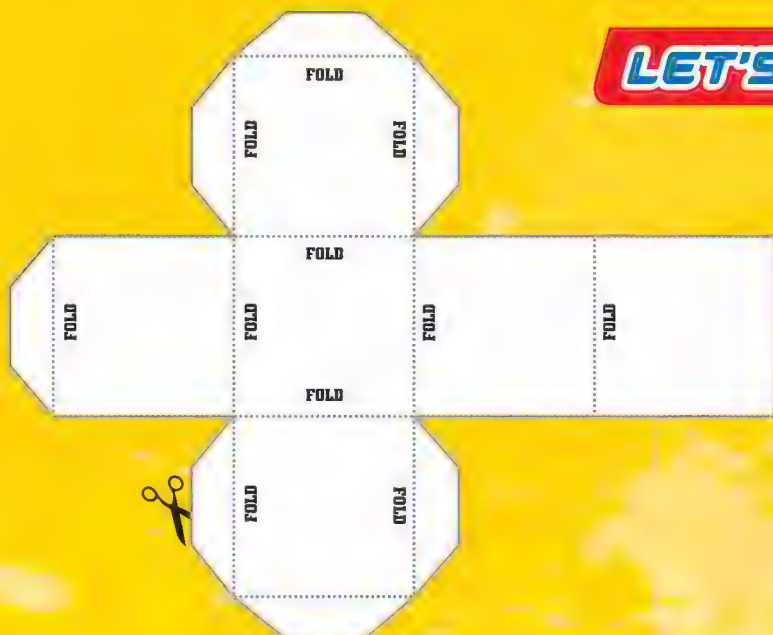
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Disney Pixar Cars

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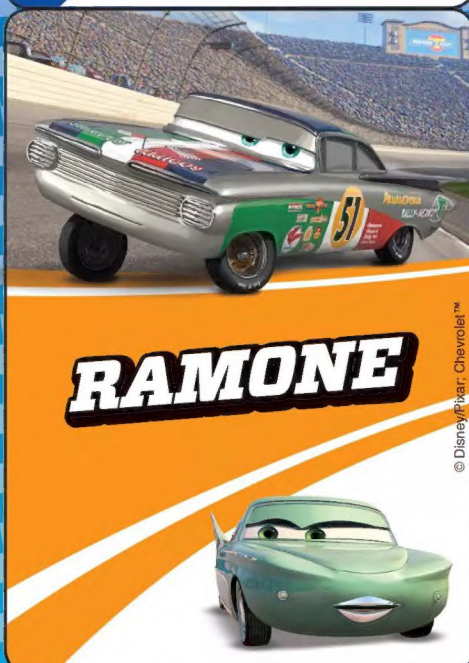
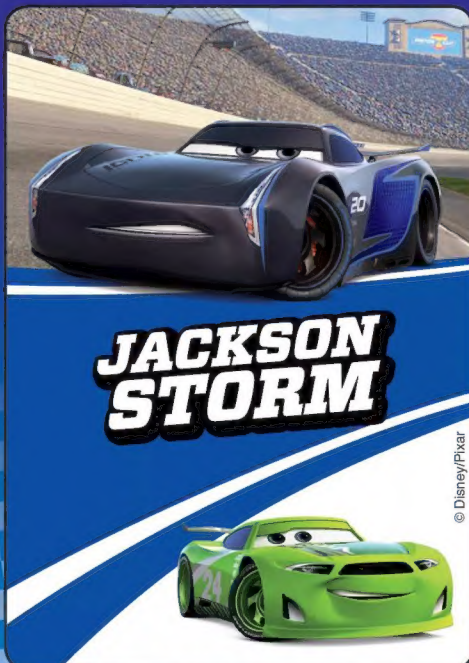
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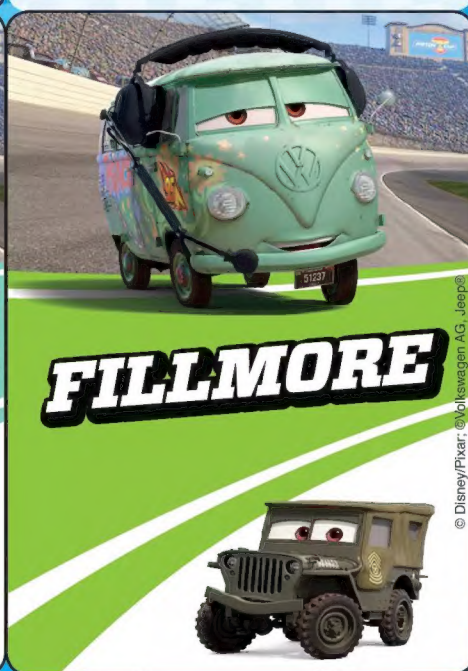
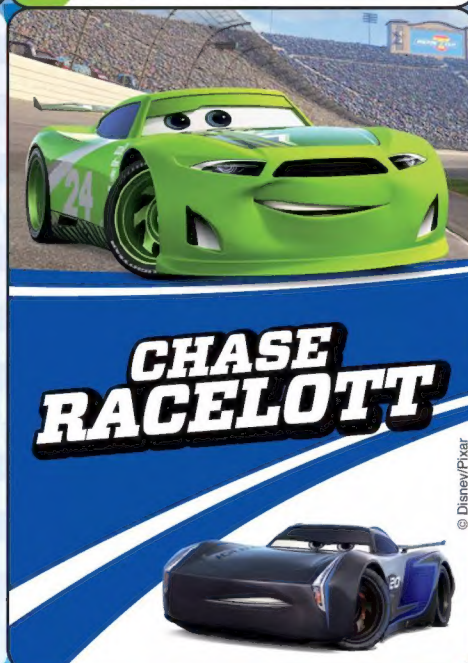
LET'S PLAY!

Cut out the tokens and die to **play** the game on pages 20-21.





SPOT THE PAIR
 A game for 2, 3, or 4 players.
Object:
 To collect the most pairs of matching cards.
How to play:
 Shuffle the cards and place them facedown in rows to make a large rectangle. The youngest player goes first by flipping over two cards. If the two cards are a matching pair, the player keeps the cards and goes again. If the cards are not a match, they are turned back over in their original positions, and it is now the next player's turn. The game continues until all cards are collected.
And the winner is . . .
 the player with the most cards.



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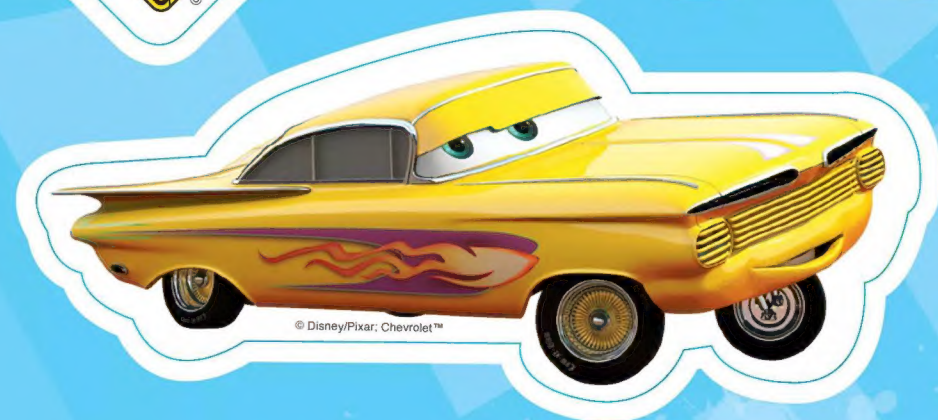
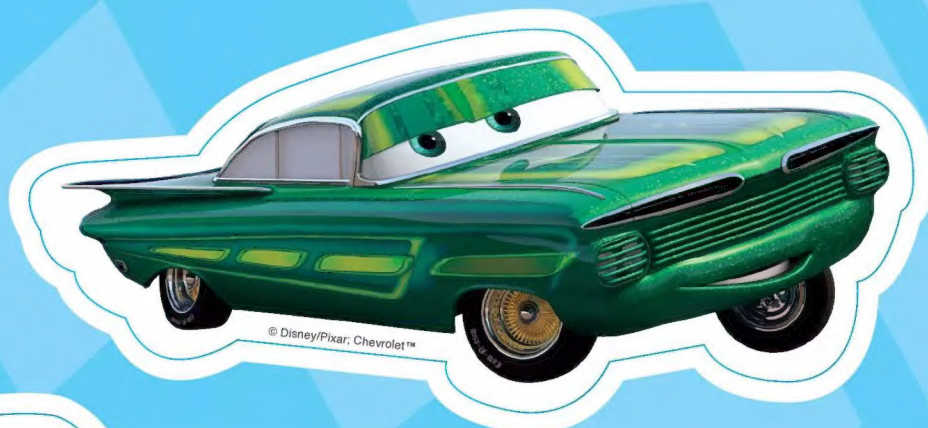
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A GREEN GIANT SCAN



*LIKE IT?
BUY IT!*

